Check Out the Ever-Growing

LEAPSTER™

Multimedia Learning System Library!

1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

Mr. Pencil's Learn to Draw and Write

Let your imagination run wild! Mr. Pencil's Learn to Draw and Write combines over 100 step-by-step lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

Math Baseball

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning modes that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

LEAPSTER™

Multimedia Learning System

Parent Guide

www.leapfrog.com

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO

Talking Words Factory™

Join Leap, Lily, and Tad on a journey to the Talking Words Factory, where the Word Whammer, Sticky-Ick-O-Rama and other amazing machines take letters and make them into words!

Getting Started:

1 Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

Selection Screen

The Talking Words Factory interactive video lets kids play and learn in three ways:

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1. **Watch the video —** Touch to view the Talking Words Factory story without interruption. Start at the beginning of the story, or choose to start with a specific chapter.
2. **Watch the video and play games —** Touch to start the video and play a game at the end of selected chapters. There are six chapters that feature games. Once the player has completed the game, the story will continue.
3. **Play games —** Touch to select and play a favorite game.

Controlling the Video:

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- Use the directional pad and buttons to control the video.
- Press the RIGHT arrow to move forward one chapter.
- Press the LEFT arrow to move backward one chapter.
- Press the PAUSE button to pause the video.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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Dora the Explorer™

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

SpongeBob SquarePants™

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob™ has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob™ collect ingredients, create the sauce, and test it on Patrick!

Kindergarten

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

The Talking Words™ Factory Story!

Tad needs to write an essay telling why his dad is the best in the world, but he doesn't know how to make words. Leap decides it's time for Tad to visit the Talking Words Factory. Here, Professor Quigley teaches Tad to put letters together to make words.

WHAT'S BEING TAUGHT:

Sound Blending: Before they can read fluently, children must understand that words are made of sounds and how individual letter sounds blend together to make words.

Rhyming: Professor Quigley's machines illustrate how beginning sounds can be replaced to make words that rhyme.

Word Bammer and Word Whammer Games

HOW TO PLAY:

Help Professor Quigley make words for the Talking Words Dictionary! In the Word Bammer and Word Whammer games, a word ending is given and players choose beginning sounds to make words. Letters or letter blends speed by on a conveyor and players touch a letter or letter blend with their pen to complete the word.

In the Word Bammer game (Free Click), players make as many words as they can in the time given.

In the Word Whammer game (Make the Word), Professor Quigley asks players to make specific words and players must choose the correct beginning sound to complete the word.

WHAT'S BEING TAUGHT:

Beginning Sounds: Understanding that beginning sounds can be added to ending sounds to form words.

Word Building: Through practice, understanding how individual letter sounds blend together to make words.

WORD BUILDING...AND WHY IT'S IMPORTANT!

On the road to reading, children must learn the relationship between sounds and their spellings. First, they learn that each alphabet letter represents a sound. Next, they begin to understand that a word is made up of individual sounds and that a word can be "sounded out." To read, we blend sounds together. To spell, we break down words into their sounds. Giving your child the opportunity to hear how sounds are put together to make words prepares him or her to decode (sound out or blend) words independently.

TRY THIS AT HOME:

RHYMING WORD RIDDLES

- Play Rhyming Word Riddles with your child. Explain that you will say a word, and he or she must think of a word that rhymes with your word and starts with the sound you give. For example, What rhymes with pet and starts with /g/? (get) What rhymes with hop and starts with /dr/? (drop) What rhymes with rug and starts with /b/? (bug). Be sure to review word families representing each short vowel sound.

TOSS THE PENNY

- Play Toss the Penny with your child. Place three paper plates on the floor, each with a similar-sounding blend written on it, for example, sl, sp, st. Tell your child that you are going to say a word. He or she must listen for the blend and toss a penny onto the paper plate that contains that blend. Repeat for other blends, such as bl, cl, gl; br, gr, pr; and so on.

U. S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support,* or our Canadian Consumer Support Website at: *http://lfcanada.custhelp.com,* 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at: *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

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